



XBOX



# MAFIA



illusion™  
softworks

GATHERING

# Safety

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# Lost Heaven Courier

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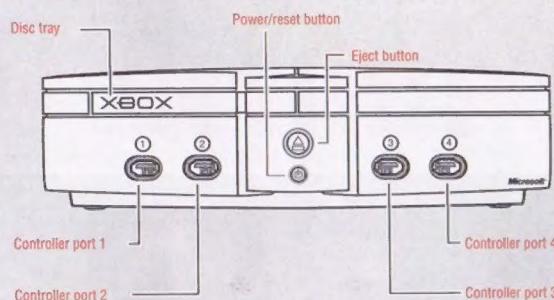
# MAFIA



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## Getting Started



1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Mafia disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Mafia.

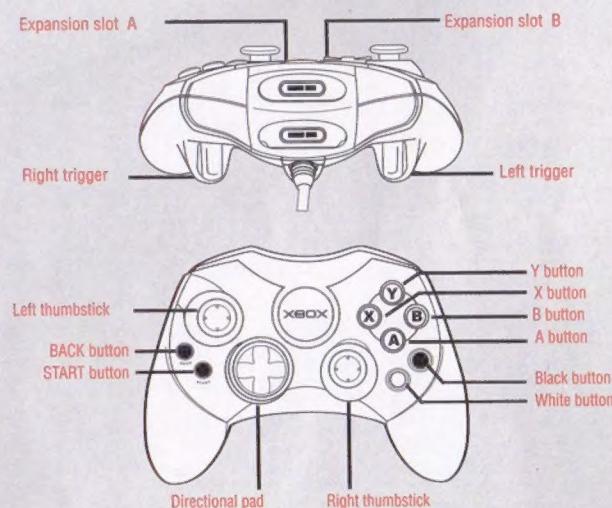
### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox® Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Mafia.



# Default Controls

**A button:**

Action / Accelerate

**B button:**

Handbrake (in car)

**B button + Left thumbstick****Left/Right:**

Roll

**Y button:**

Enter or exit cars / Pick lock

**X button:**

Reload / Brake

**Right Trigger:**

Fire / Recover car (only in racing modes) / Sniper scope

**Left Trigger:**

Jump and climb

**Black button:**

Turn to next enemy (right)

**White button:**

Turn to next enemy (left) / Speed limiter (in car)

**Left thumbstick:**

Walk / Run / Steer

**Right thumbstick:**

Aim / Look left, right, back (in car)

**Press Left thumbstick:**

Crouch / Horn

**Press Right thumbstick:**

Center view / Change camera (in car)

**Up directional pad:**

Next weapon

**Down directional pad:**

Previous weapon

**Left directional pad:**

Drop weapon

**Right directional pad:**

Holster / Empty hands

**Back button:**

Map

**Start button:**

Pause menu / Show objectives

## Options

**Controls:** Select the controller configuration.

**Y axis:** Normal / Inverted

**H.U.D.:** On / Off

**Vibration:** On / Off

**Screen Adjust:** Adjust the screen position.

**Sound Volume:** Adjust the volume level of the sound in the game.

**Aim Sensitivity:** Adjust the aiming sensitivity.

## Load and Save

Mafia is an auto save title that will record games to your Xbox hard drive. When you first start a new game you will be prompted to create the profile that will be used for storing your progress through the game. When resuming a game, select your profile from the profile menu and then continue game from the main menu. Additional hard drive free space is required for each profile created.

## Heads-Up Display / H.U.D.

### When on foot:

1. **Compass:** Directs you to the next mission location.

2. **Weapon icon:** Using the Up and Down directional buttons, the player can cycle through the weapons currently in Tommy's possession.

3. **Health meters:** Displays health levels for Tommy and anyone supporting him.

4. **Ammo:** Displays the rounds and ammunition available for the selected weapon.

5. **Crosshair:** To assist aiming.



# Heads-Up Display / H.U.D.

## When driving:

**1. Compass:** Directs you to the next mission location.

**2. Radar:**

White Symbol: Civilian cars

Yellow Symbol: Trains

Red Symbol: Enemy vehicles

**3. Stopwatch:** Displays the time limit in which objectives must be completed.

**4. Action symbol (!):** Is displayed when Tommy can interact with objects in the environment and/or enter and exit cars.



**5. Speedometer:** Displays the current speed.

**6. Speed limiter:** The yellow icon indicates that the speed limiter is on.



# Map

The city map is displayed by pressing the Back button and displays information relating to the current mission. The Left thumbstick can be used to move around the map and the Right thumbstick analog stick can be used to zoom in and out.

**Yellow Triangle:** The position of the player.

**Blue Cross:** The location of the next objective.

**Blue Arrow:** Location of the next objective (if its exact location is currently off screen)

# Combat

When in hand-to-hand combat, holding down the right trigger button increases the strength of Tommy's hits.



When reloading you will lose any rounds left in the magazine unless you are using a shotgun.

# Vehicles

## Obtaining Cars

After being taught how to steal cars by Ralph, you can steal these cars when on the streets of Lost Heaven. To steal a vehicle, stand next to the driver's door, press the Y button and wait until the unlocking bar is full. If a vehicle is occupied you will pull the driver from his seat and be able to drive off with his car.

## Speed limiter

Speeding will attract the attention of the police so make use of the speed limiter by pressing the Left trigger button when driving to stick to the speed limit.



## Garage

As you progress through the game, newer models of cars will appear on the streets of Lost Heaven. When you complete a mission you will have the option to carry forward the car you are currently driving by saving it in the garage.

## Train

If you find yourself without a car you could always jump on a train to get around Lost Heaven.

# Police

The police patrol Lost Heaven as they would in any other city, on foot and in patrol cars.

They will fine you for committing minor offenses or arrest you for more serious crimes, using force if necessary.

**Ticket icon:** The police will stop and fine you.

**Handcuffs icon:** You are wanted; you can evade the chasing officers on foot or in a vehicle. Keeping out of sight and changing vehicles is the best way to throw them off your tracks.

**Gun icon:** The police will use force, if necessary, to bring you in.

# Racing | Freeride

Select this option to race either single races or in a championship around various locations in Lost Heaven. As you progress through the main game more locations and vehicles will become available.

Select Free Ride to drive freely around Lost Heaven and the surrounding countryside. You can collect money working as a taxi driver or by fighting with gangsters and destroying cars. With the money you can pay to heal yourself at the city hospital or repair your car at Bertone's.

# At Salieri's Bar

Most of the missions in the game will begin at the Salieri Bar. The bar serves as a base for Salieri family meetings and where the Don, or his consiglieri Frank, set you your tasks. After you have been briefed you will generally be required to collect equipment for the mission. Vincenzo works in a small workshop next to the yard and he can provide you with weapons. Ralph, the family's car mechanic, works in the yard itself and can provide you with vehicles for your missions.



Most missions end when you return to Salieri's.

# WANTED



**Tommy Angelo**

Tommy's the main character in the game. Originally a cab driver, but due to a combination of unpleasant circumstances he is forced to join the Mafia. Tommy is all in all a nice guy, but a tough childhood and life in the 1930s have changed his moral values a little. Thus, he's capable of doing things that a normal person wouldn't understand, but his conscience sometimes haunts him.



**Norman**

Norman's the typical example of a detective brought up through the school of hard knocks. He's a scruffy, tough guy, who acts like he hates everybody around him. Tommy tells him his story, but doesn't get much sympathy.



**Don Salieri**

The boss of the family that Tommy works for. He's a guy who's lived through a lot and doesn't get excited too easily. He's typical of a Mafioso who hasn't built up his position just for money and doesn't always kill to get what he wants. He's friendly, but when he gets tough he can become dangerous. Sometimes business is more important than friendship to him.



**Paulie**

Tommy's sidekick, an energetic and hot-tempered guy, who sometimes behaves completely unexpectedly. If he likes some-body he is the most loyal friend you could have, someone you can always rely on; if he doesn't cause you problems that is. Tommy and him are the greatest of friends and often work and have fun together.



**Sam**

Sam's another associate of Tommy's. On first sight, he just looks like an average guy with a friendly smile. He's big and sometimes clumsy. He's also shy and doesn't talk a lot. He often works with Tommy and Paulie and they are good friends.



**Vincenzo**

He has worked for the family for a long time and it means everything to him. It's strange that such a good guy like Vincenzo found his greatest love in guns, but that's why he takes care of Salieri's arsenal of weapons and selects the best equipment for a mission.



**Frank**

Frank is Don Salieri's best friend, associate and advisor. His main concern is family finance and the legal side of business. He is well suited to this. At first sight he doesn't seem to belong among these criminals, as he is a very quiet and inconspicuous nice guy. He does his work mainly because of an attachment to Don Salieri, as well as their mutual past. They grew up together in a poor quarter and thanks to the Don he gained most of what he has, so he can't just turn his back on him. If he'd grown up in any other place he would certainly be a successful lawyer or businessman.



**Ralph**

Ralph is excellent when it comes to dealing with vehicles. He can take apart, repair, improve and then rebuild whatever he gets his hands on. His world revolves around anything on four wheels, and he knows little about anything else. That's why he'll only talk about vehicles, though even conversations about vehicles aren't easy for him.

**Morello**

Morello is Salieri's main adversary. Where Salieri opts for negotiation, Morello uses an army of men with Thompsons. Where Salieri punishes treachery, Morello indiscriminately shows his might. Because of this he has a big influence in the city, which he is trying to extend into Salieri family territory. He is greatly helped by his brother Sergio. However, he ultimately destroys everything he's involved in through his overly brutal behavior.

**Lucas  
Bertone**

Lucas is a pleasant Italian of middle age, a car mechanic for the rich. He is very big-hearted even though, in view of the services he provides to the Mafia, he is no saint.

**NOTE:** Although not part of the Salieri family it's often worth visiting Lucas when you have spare time as unlike Ralph, Lucas's work means that he has access to some of the more luxurious and exotic cars in the city.

# Credits

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# AVAILABLE NOW

**CONFlict:  
DESERT STORM II**

**BACK TO BAGHDAD**

**CONTENT RATED BY ESRB** TEEN  
**XBOX**

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If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Gathering or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

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**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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# Default Controls

